⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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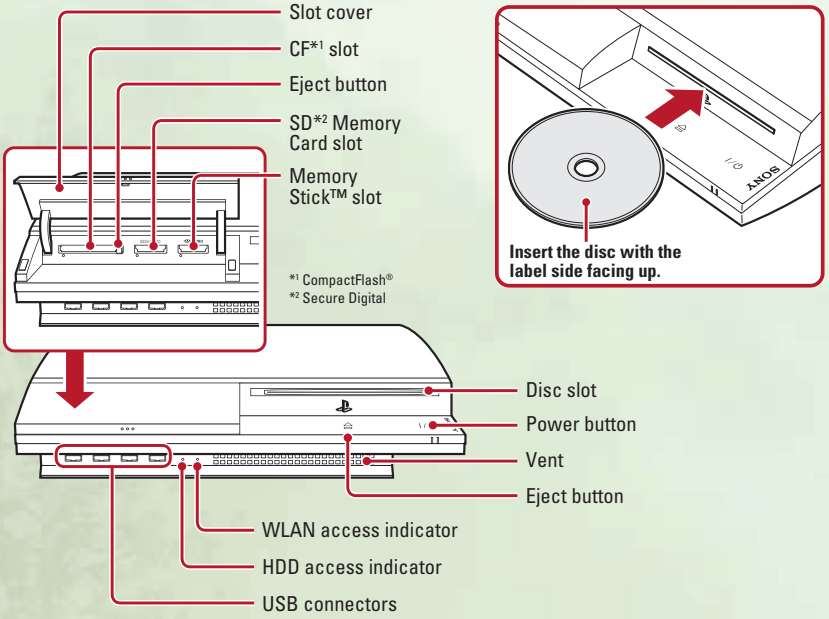
GETTING STARTED

PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a Game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Call of Duty® 4*: *Modern Warfare*™ disc with the label facing up into the disc slot. Select the icon for the software title under (Game) in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a Game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

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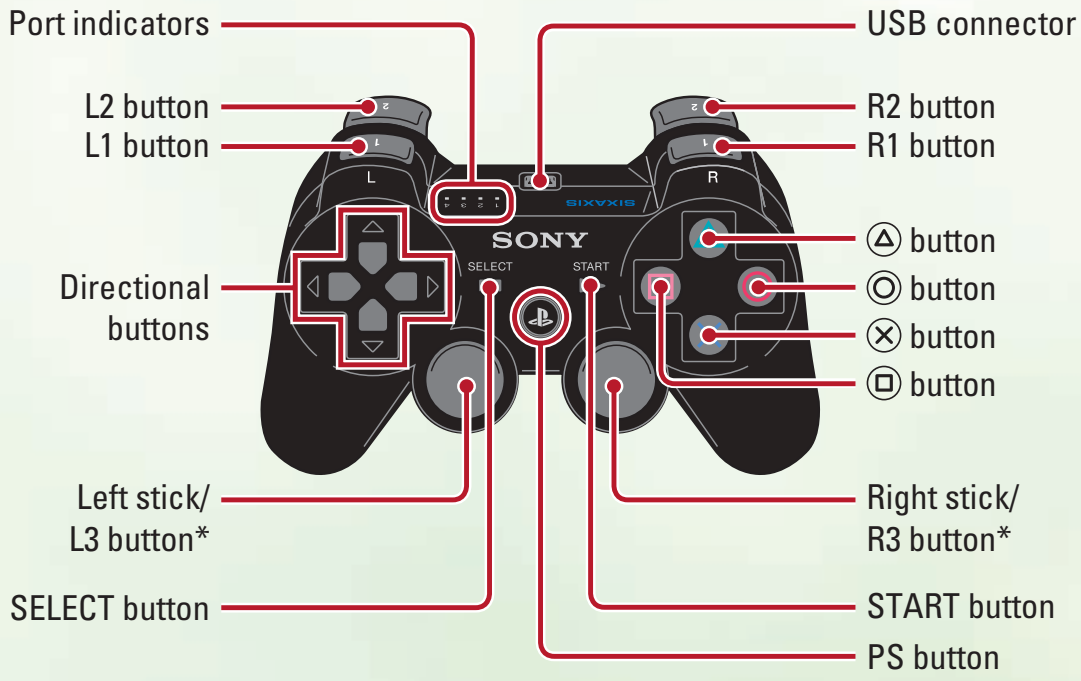
GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



***The L3 and R3 buttons function when the sticks are pressed.**

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION 3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION 3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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SINGLE PLAYER MENU

From this menu, you can launch new campaigns, resume games in progress, switch to the Multiplayer menu of *Call of Duty 4*: *Modern Warfare* or access the configuration options.

Resume Game – Load the game you were playing from your last Save Point so you can continue your progress.

New Game – Select this option to start a new campaign.

Mission Select – Start a new game from the beginning or play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the four options available.

Arcade Mode – This mode can be unlocked upon completion of the Single Player campaign. You can then replay missions in a classic arcade style.

Controls – Choose this option to change your controller preferences, such as stick and button layout as well as look sensitivity and inversion.

Options – Choose this to toggle auto-aim, subtitles and crosshairs. Use this also to select your save device.

Credits – View credits.

Multiplayer – Switch to the Multiplayer menu.

SAVE SYSTEM

Call of Duty 4: *Modern Warfare* utilizes an automatic checkpoint save system to save your game progress. You may also choose to save your progress after each mission via the Victory screen.

IN-GAME DISPLAY

1. **Compass** – Shows the direction you are facing and the location of your current objectives.
2. **Stance Indicator** – Shows your current stance. Only displays when crouched or prone.

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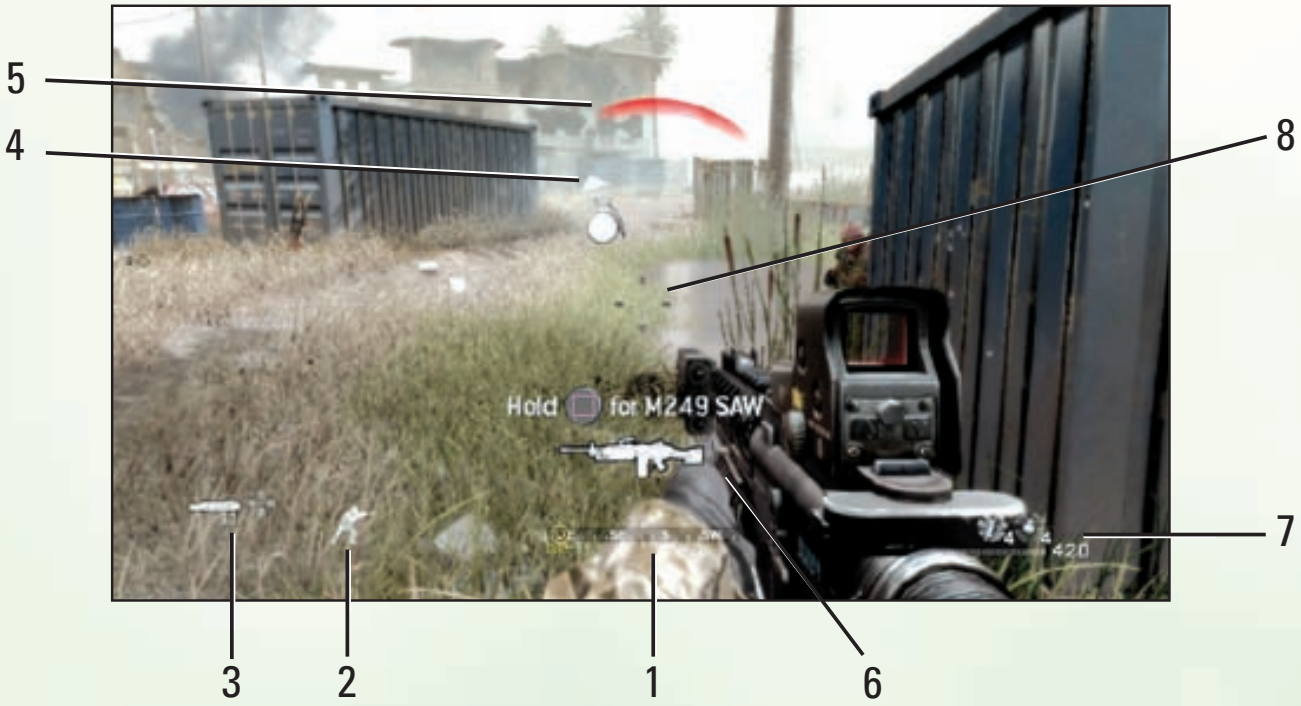

3. **Inventory** – Shows your current useable special weapons and items (if available).
4. **Grenade Indicator** – Shows the direction of the grenade in your proximity.
5. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
6. **Use Icon** – Indicator that appears when something is useable. Press the **Use** key.
7. **Ammo Count** – Shows remaining bullets and grenades.
8. **Crosshair** – Use the crosshair to aim your weapon at enemies. Your crosshair turns red when pointed at an enemy, and green when pointed at a friendly. When you run or walk, your crosshair widens or disappears. When you stop moving, you automatically steady your weapon and the crosshair narrows. The wider the crosshairs are, the wider your spread of bullets will be when firing your weapon. Crouching or lying prone increases your accuracy.

HEALTH SYSTEM

When you take damage, the screen starts to turn red indicating the need to seek cover. You'll recover slowly if you don't take any more damage for a short time.

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MOVEMENT CONTROLS

Command	Default Button	Description
Move/Strafe	left stick	Moves character.
Aim/Look	right stick	Changes direction of your crosshair.
Fire	R1	Fires your current weapon.
Throw Frag Grenade	R2	Throw a frag grenade.
Melee	R3	Use your knife.
Aim Down the Sight	L1	Press and hold to maintain A.D.S.
Throw Special Grenade	L2	Press and hold to cook a grenade; release to throw.
Posture Change	⊗ button and ○ button	Pressing the ⊗ button while prone will put you in the standing position. Pressing the ○ button while prone will put you in the crouch position. Press and hold the ○ button to go prone when standing or crouched.
Interact / Reload	□ button	Reloads your current weapon; also lets you use objects in the world.
Jump	⊗ button	Press to jump.
Sprint	L3	Press and and move forward on the stick to sprint.
Cycle Weapon	△ button	Changes to your alternate weapon.
Pause/ Show Objectives	START	Pauses the game and brings up the Pause menu.

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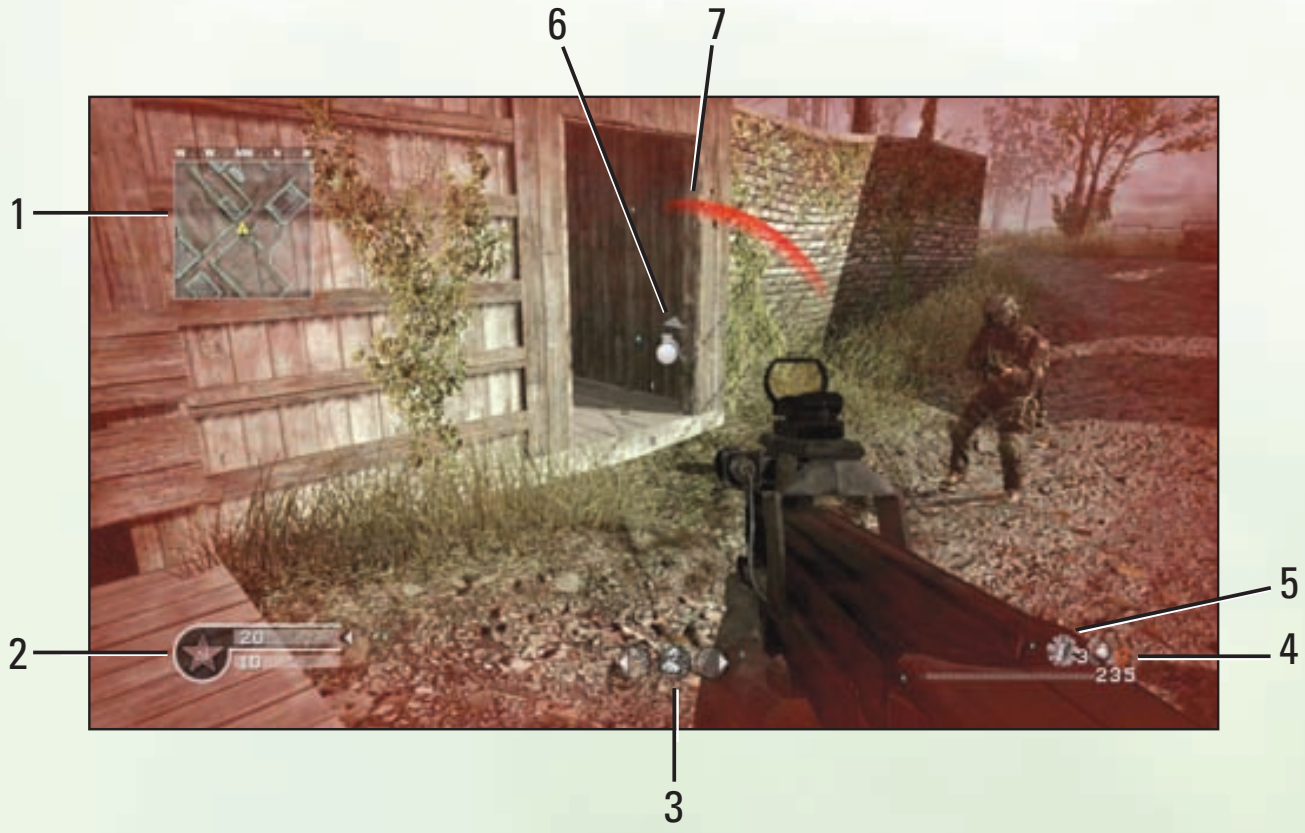
MULTIPLAYER IN-GAME DISPLAY



1. **Mini-map** – Shows the location of flags, friendlies and enemies. You're displayed on the mini-map as a yellow arrow.
2. **Score Counter** – Shows the current score of teams.
3. **Special Ability** – Displays available special abilities such as nightvision.
4. **Grenade Counter** – Displays your special grenade and frag grenade count.
5. **Ammo Counter** – Shows your ammo count.
6. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
7. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.

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Play Online

Play online with anyone, anytime on Play Online. Select this mode from the Multiplayer Menu to join a lobby, invite friends to your party or play a game.

Leaderboards – This shows you how you stack up compared to other multiplayer mode players on Play Online.

LAN Party

Choose this mode from the Multiplayer Menu to play multiplayer games via LAN. You may create or join a host from here.

Split Screen

Select this option to access the split screen multiplayer mode. Up to four players may join the match. After all players have joined, select Continue to progress to the Multiplayer lobby. In this lobby, the map, game mode and game rules can be modified before starting the match.

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CREDITS

INFINITY WARD

Project Lead
JASON WEST

Engineering Leads
RICHARD BAKER
ROBERT FIELD
FRANCESCO GIGLIOTTI
EARL HAMMON, JR

Engineering
CHAD BARB
ALESSANDRO BARTOLUCCI
JON DAVIS
JOEL GOMPERT
JOHN HAGGERTY
JON SHIRING
JIESANG SONG
RAYME C VINSON
ANDREW WANG

Design Leads
TODD ALDERMAN
STEVE FUKUDA
MACKEY MCCANDLISH
ZIED RIEKE

Design and Scripting
ROGER ABRAHAMSSON
MOHAMMAD ALAVI
KEITH BELL
PRESTON GLENN
CHAD GRENIER
JAKE KEATING
JULIAN LUO
STEVE MASSEY
BRENT MCLEOD
JON PORTER
ALEXANDER ROYCEWICZ
NATHAN SILVERS
GEOFFREY SMITH

Art Director
RICHARD KRIEGLER

Technical Art Director
MICHAEL BOON

Art Leads
CHRIS CHERUBINI
JOEL EMSLIE
ROBERT GAINES

Art
BRAD ALLEN
PETER CHEN
JEFF HEATH
RYAN LASTIMOSA
OSCAR LOPEZ
HERBERT LOWIS
TAEHOON OH
SAMI ONUR
VELINDA PELAYO
RICHARD SMITH
THEERAPOL SRISUPHAN
TODD SUE
SOMPOOM TANGCHUPONG

Animation Leads
MARK GRIGSBY
PAUL MESSERLY

Animation
CHANCE GLASCO
EMILY RULE
ZACH VOLKER
LEI YANG

Technical Animation Lead
ERIC PIERCE

Technical Animation
NEEL KAR
CHENG LOR

Audio Lead
MARK GANUS

Audio
CHRISSY ARYA
STEPHEN MILLER
LINDA ROSEMEIER

Written by
JESSE STERN, MOONSHINE INC.

Additional Writing
STEVE FUKUDA

Story by
TODD ALDERMAN
STEVE FUKUDA
MACKEY MCCANDLISH
ZIED RIEKE
JESSE STERN
JASON WEST

Studio Heads
GRANT COLLIER
JASON WEST
VINCE ZAMPELLA

Producer
MARK RUBIN

Associate Producer
PETE BLUMEL

Office Manager
JANICE TURNER

Human Resources Generalist
KRISTIN COTTERELL

Executive Assistant
NICOLE SCATES

Administrative Assistant
CARLY GILLIS

Community Relations Manager
ROBERT BOWLING

Information Technology Lead
BRYAN KUHN

Information Technology
DREW MCCOY
ALEXANDER SHARRIGAN

Quality Assurance Leads
JEMUEL GARNETT
ED HARMER
JUSTIN HARRIS

Quality Assurance
BRYAN ANKER
ADRIENNE ARRASMITH
ESTEVAN BECERRA
REILLY CAMPBELL
DIMITRI DEL CASTILLO

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Quality Assurance (cont'd.)
SHAMENE CHILDRESS
WILLIAM CHO
RICHARD GARCIA
DANIEL GERMANN
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STEVE LOUIS
ALEX MEJIA
MATT MILLER
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GAVIN NIEBEL
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JUAN RAMIREZ
ROBERT RITER
BRIAN ROYCEWICZ
TRISTEN SAKURADA
KEANE TANOUYE
JASON TOM
MAX VO
BRANDON WILLIS

Interns
MICHAEL ANDERSON
JASON BOESCH
ARTURO CABALLERO
DERRIC EADY
DANIEL EDWARDS
ALDRIC SAUCIER

Voice Talent
BILLY MURRAY
CRAIG FAIRBRASS
DAVID SOBOLOV
MARK GRIGSBY
ZACH HANKS
FRED TOMA
EUGENE LAZAREB

Additional Voice Talent
GABRIEL AL-RAJHI
SARKIS ALBERT
DESMOND ASKEW
DAVID NEIL BLACK
MARCUS COLOMA
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GREG ELLIS
GIDEON EMERY
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MICHAEL GOUGH
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SVEN HOLMBERG
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ARMANDO VALDES-KENNEDY
BORIS KIEVSKY
RJ KNOLL
KRISTOF KONRAD
DAVE MALLOW
JORDAN MARDER
SAM SAKO
HARRY VAN GORKUM

Models
MUNEER ABDELHADI
MOHAMMAD ALAVI
JESUS ANGUIANO
CHAD BAKKE
PETER CHEN
KEVIN COLLINS
HUGH DALY
DERRIC EADY
SUREN GAZARYAN
CHAD GRENIER
MARK GRIGSBY
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MARTIN RESOAGLI
ZIED RIEKE
ALEXANDER ROYCEWICZ
JOSE RUBEN AGUILAR, JR
GEOFFREY SMITH
TODD SUE
EID TOLBA
ZACH VOLKER
JASON WEST
HENRY YORK

Original Score Theme by
HARRY GREGSON-WILLIAMS

Produced by
HARRY GREGSON-WILLIAMS

Music by
STEPHEN BARTON

Score Supervisor
ALLISON WRIGHT CLARK

Ambient Music Design
MEL WESSON

Score Performed by
THE LONDON
SESSION ORCHESTRA

Scoring Engineer
JONATHAN ALLEN

Scoring Mixer
MALCOLM LUKER

ProTools Engineers
JAMIE LUKER
SCRAP MARSHALL

Orchestra Contractors
ISOBEL GRIFFITHS
CHARLOTTE MATTHEWS
TODD STANTON

Orchestrations by
DAVID BUCKLEY
STEPHEN BARTON
LADD MCINTOSH
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Copyists
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String Overdubs by
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Guitars
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Hurdy Gurdy
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Horn Solos
RICHARD WATKINS

Percussion
FRANK RICOTTI
GARY KETTEL
PAUL CLARVIS

Score Recorded at
ABBEY ROAD STUDIOS

Music Mixed at
BLUE ROOM, LOS ANGELES, CA

Military Technical Advisors
LT COL HANK KEIRSEY
US ARMY (RET.)

MAJ KEVIN COLLINS
USMC (RET.)

EMILIO CUESTA USMC

SGT MAJ JAMES DEVER –
1 FORCE, INC

M SGT TOM MINDER –
1 FORCE, INC

Sound Effects Recording
JOHN FASAL

Video Editing
PETE BLUMEL
DREW MCCOY

Additional Design and Scripting
BRIAN GILMAN

Additional Art
ANDREW CLARK
JAVIER OJEDA
JIWON SON

Translations
APPLIED LANGUAGES
WORLD LINGO
UNIQUE ARTISTS

Weapon Armorers and Range
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VLAD TITOV

Additional Art Provided by
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Producer
SCOTT CARSON

Senior Editor
SCOTT COOKSON

Associate Producer
SETH HENDRIX

Executive Creative Directors
LISA RIZNIKOVE
ROB TROY

Voice Recording Facilities Provided by
PCB Productions, Encino, CA
Side-UK, London, UK

Voice Direction/ Dialog Engineering
KEITH AREM

Additional Dialog Engineering
ANT HALES

Additional Voice Direction
STEVE FUKUDA
MACKEY MCCANDLISH

Motion Capture Provided by
Neversoft Entertainment

Motion Capture Lead
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Motion Capture Technicians
KRISTIN GALLAGHER
JEFF SWENTY

Motion Capture Intern
JORGE LOPEZ

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Stunts/Motion Capture Actors
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USMC 1ST TANK BATTALION

MARINE LIGHT ATTACK HELICOPTER SQUADRON 775

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Associate Producers
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NEVEN DRAVINSKI

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Marketing Associate
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Director of Global Brand Management
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Public Relations

Senior PR Manager
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Junior Publicist
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European PR Director
TIM PONTING

Step 3
NEIL WOOD
JON LENAWAY
WIEBKE HESS

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Director of Production Services – Europe
BARRY KEHOE

Senior Localization Project Manager
FIONA EBBS

Localization Consultant
STEPHANIE O'MALLEY DEMING

Localization Coordinator
CHRIS OSBERG

Localization Engineer
PHIL COUNIHAN

Brand Manager, Europe
STEFAN SEIDEL

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Director of Marketing Communications
SUSAN HALLOCK

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KAREN STARR

Marketing Communications Coordinator
KRISTINA M. JOLLY

Business and Legal Affairs

Director, Government and Legislative Affairs
PHIL TERZIAN

Transactional Attorney
TRAVIS STANSBURY

Senior Paralegal
KAP KANG

Operations and Studio Planning

Senior Director of Production Services
SUZAN RUDE

Central Tech

Senior Manger Central Technology
ED CLUNE

Technical Director
PAT GRIFFITH

Senior Director, Technology
JOHN BOJORQUEZ

Central Audio

Director, Central Audio
ADAM LEVANSON

Music Department

Worldwide Executive of Music
TIM RILEY

Music Supervisor
BRANDON YOUNG
SCOTT MCDANIEL

Music Department Coordinator
JONATHAN BODELL

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T. Flaaten
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Written by Anatolij N. Alexandrov
Published by G. Schirmer
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Written by Abraham Lass
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"Deep and Hard"
Written by Mark Grigsby
Performed by Mark Grigsby
Mixed by Stephen Miller

Finance

Manager Controller
JASON DALBOTTEN

Finance Manager
HARJINDER SINGH

Finance Analyst
ADRIAN GOMEZ

Activision Special Thanks

MIKE GRIFFITH
ROBIN KAMINSKY
BRIAN WARD, DAVE STOHL
STEVE PEARCE, WILL KASSOY
DUSTY WELCH
LAIRD MALAMED
NOAH HELLER, GEOFF CARROLL
SASHA GROSS, JEN FOX
MARCHELE HARDIN
JB SPISSO, RIC ROMERO

Quality Assurance

Lead, QA Functionality
ERIK MELEN
MARIO HERNANDEZ

Senior Lead, QA Functionality
EVAN BUTTON

Manager, QA Functionality
GLENN VISTANTE

Manager, QA
IGOR KRINITSKIY

Floor Leads, QA Functionality
VICTOR DURLING
CHAD SCHMIDT
PETER VON OY

QA Database Administrator
RICH PEARSON, CHRIS SHANLEY

QA Test Team
DANIEL ALFARO, JEFF ROPER
PEDRO RODRIGUEZ
CHRISTOPHER CODDING
STEVE ARAUJO, DAN ROHAN
ERIC CHEVEZ, JON EARNEST
CARSON KEENE
JONATHON HAMNER
SPENCER SHERMAN
CHRIS WOLF, SHAWN HESTLEY
MATTHEW RICHARDSON
BRIAN PUSCHELL
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BRYAN CHAMCHOUM
MIKE GENADRY, NATE KINNEY
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JOHN RIGGS, ERNIE RITTACCO
HOWARD RODELO
JASON RALYA
BRIAN WILLIAMS
BYRON WEDDERBURN
CHRISTOPHER SIAPERAS
GIOVANNI FUNES
JEREMY SMITH
CRYSTAL PUSCHELL
MARVIN RIVERA
ANTHONY SEALES
DILLON CHANCE, ERIC CHEVEZ

QA Test Team (cont'd.)
MICHAEL STEFFAN
ROSS YANCEY, JUSTIN REID
DAVID PARKER, RYAN DEAL
HEATHER RIVERA
RODOLFO ORTEGA
BYRON TAYLOR, MIKE AZAMI
DEMETRIUS HOSTON
JUSTIN SCHUBER, DEVIN GEE
MARC GOGOSHIAN
JULIAN NAYDICHEV
ADRIAN PEREZ, GREG ZHENG
MICHAEL LOYD
DEVIN MCGOWAN
KENNETH OLIPHANT
JESSE RIOS
MICHAEL SANCHEZ
JASON STRAUMAN, ROBERT YI
STEVEN THEANTANOO
TOMMY HOOPER, MIKE COOK
IAN BOUCHILLON
DAN MORTENSON, DAN GRANT
MIKE PICKARD
BRANDON GUTHRIE
IAN JOHNSTON

Night Shift Lead
QA Functionality
BARO JUNG

Night Shift Project Lead
TOM CHUA

Night Shift Senior Lead
QA Functionality
PAUL COLBERT

Night Shift Manager
QA Functionality
ADAM HEARTSFIELD

Night Shift Floor Leads
QA Functionality
JAY MENCONI, ELIAS JIMENEZ
JULIUS HIPOLITO

Night Shift QA Test Team
JEFF MITCHELL
KEVIN ARREAGA
GERALD BECKER, JIMMY YANG
TIFFANY BEH-JOHN ASGHARY
RANDALL HERMAN
JIMMIE POTTS, AARON SMITH
NIYA GREEN, DENNIS SOH
ANDREW JONES
JORGE VALLADARES
BENJAMIN BARBER
ARON SCHOOLING
DIDIER BENITEZ
NICHOLAS SARDO
KARL GALBERT, WILLIS KEMP
JONATHAN ANDRY
ELMER DELEON
KORNELIA TAKACS
MIKE CHAJA
D'ANDRE BROWNING
SEAN SHEA-CLARK

TRG Senior Manager
CHRISTOPHER WILSON

TRG Submissions Lead
DAN NICHOLS

TRG Platform Lead
MARC VILLENUEVA

TRG Project Lead
JOAQUIN MEZA

CRG Project Lead
JEF SEDIVY

TRG Floor Lead
TEAK HOLLEY
DAVID WILKINSON
JARED BACA

TRG Testers
WILLIAM CAMACHO
PISOTH CHHAM, JASON GARZA
MARTIN QUINN
CHRISTIAN HAILE, ALEX HIRSCH
JAMES ROSE
RHONDA RAMIREZ
MARK RUZICKA, JACOB ZWIRN

TRG Platform Lead
KYLE CAREY

TRG Project Lead
JASON HARRIS

TRG Floor Lead
TOMO SHIKAMI
JON SHELTMIRE
KEITH KODAMA

TRG Testers
COLIN KAWAKAMI
KIRT SANCHEZ, ADAM AZAMI
SCOTT BORAKOVE
RYAN MCCULLOUGH
MELVIN ALLEN, EDGAR SUNGA
JOHN MCCURRY
BENJAMIN ABEL
BRYAN BERRI, BRIAN BAKER

Lead, Multiplayer Lab
GARRET OSHIRO

Multiplayer Lab Test Team
Leonard Rodriguez
(Acting Floor Lead)
Michael Thomsen
(Acting Floor Lead)
MATT RYAN, DOV CARSON

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JESSIE JONES, MIKE ASHTON
MATTHEW FAWBUSH
JONATHAN SADKA
MARIO IBARRA
KAGAN MAEVERS
JAEMIN KANG
ARMOND GOODIN
JAN ERICKSON
LUKE LOUDERBACK
FRANCO FERNANDO, BRAIN LAY

Assisted Network Lab
SEAN OLSEN

Lead, Network Lab
FRANCIS JIMENEZ

Senior Lead, Network Lab
CHRIS KEIM

Compatibility Testers
KEITH WEBER
WILLIAM WHALEY
BRANDON GILBRECH
MIKE SALWET
DAMON COLLAZO

Compatibility Specialist
JON AN

Senior Compatibility Lead
NEAL BARIZO

Lead, Compatibility
CHRIS NEAL

Manager, QA Localizations
DAVID HICKEY

QA Localization Lead
CONOR HARLOW

QA Localization Testers
CLÉMENT PRIM, HUGO BELLET
JACK O'HARA, CHRISTIAN HELD
CHRISTOPHE GEVERT
DENNIS STIFFEL
FRANZ HEINRICH
ADRIAN ECHEGOYEN
CARLOS MARTIN CHIRINO
DANIEL GARCIA
JORGE FERNANDEZ
ANDREA APRILE
DANIELE CELEGHIN
IGNAZIO IVAN VIRGILIO
SANDRO ARAFA

Burn Room Coordinator
JOULE MIDDLETON

Burn Room Staff
DANNY FENG, KAI HSU
SEAN KIM

Manager CS/QA Technology
INDRA YEE

Senior Lead, QA MIS
DAVE GARCIA-GOMEZ

QA MIS Technicians
TEDDY HWANG
LAWRENCE WEI
JEREMY TORRES
BRIAN MARTIN

Equipment Coordinators, QA-MIS
KARLENE BROWN, LONG LE

Project Lead, Database Group
JEREMY RICHARD

Floor Lead, Database Group
KELLY HUFFINE

Database Group Administrators
JACOB PORTER
TIMOTHY TOLEDO, GEOFF OLSEN

Staffing Supervisor
JENNIFER VITIELLO

QA Operations Coordinator
JEREMY SHORTELL

Manager, Resource Administration
NADINE THEUZILLOT

Administrative Assistant
NIKKI GUILOTE

Staffing Assistant
LORI LORENZO

Volt On-site Program Manager
RACHEL OVERTON

Volt On-site Program Coordinator
AILEEN GALEAS

Customer Support Managers
GARY BOLDUC – Phone Support
MICHAEL HILL – E-mail Support

Director, QA Functionality
MARILENA RIXFORD

Director, Technical Requirements Group
JAMES GALLOWAY

Vice President Quality Assurance
RICH ROBINSON

Activision QA Special Thanks
MATT MCCLURE, JOHN ROSSER
ANTHONY KOROTKO
BRAD SAAVEDRA
JASON POTTER
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